

MILLENNIUM  
MEDIA GROUP

# FURL™



**Hilarious, Non-Violent, 3D Action Game!**

**DOS CD-ROM**

**RSAC ADVISORY**

**ALL** SUITABLE  
FOR ALL  
AUDIENCES

Reviewed for violence, sex/racism, vulgarity.

# INSTALLATION

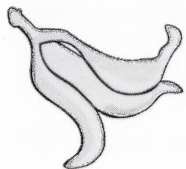
Installing H.U.R.L. is quick, easy and puts the bare minimum of files on your hard drive. Insert the H.U.R.L. CD-ROM disk into your CD-ROM drive. **Note:** Do not run the Install program from Windows, a DOS shell under Windows or any other shell or menu program.

Type the letter of your CD-ROM drive. For instance: **D: <Enter>**

From DOS, type: **Install <Enter>**

Follow the on-screen instructions to copy the necessary files to your hard drive. After the files are copied, you will see a menu that allows you to set up your sound card. There are two sections that must be completed in order to install the sound drivers for your sound card. If you had to change your sound card to something other than the factory settings (for instance, because of conflicts with another piece of equipment, such as a network card or scanner), have this information available. It is important to know what kind of sound card you have before proceeding. The first choice on the sound menu installs the digital sound effects drivers. Follow the on-screen instructions. If you choose to have the program auto-detect for a Sound Blaster, you will see a red line below the list of drivers showing what was found. If you have any problems with the sound drivers and you have a card that is a Sound Blaster or 100% Sound Blaster compatible, try selecting the Sound Blaster Clone driver. The second choice installs music (or MIDI) drivers for your sound card. Again, follow the on-screen instructions. Choose "No Sound" if you don't have a sound card in your computer.

When you are finished setting up your sound card, you can start playing H.U.R.L. If necessary, change to the drive and directory where you installed H.U.R.L. For instance, if you installed it to the default directory, type **C: <Enter>**, then **CDHURL <Enter>**.



To start the game, type: **HURL <Enter>**

To start the game without sound, type: **HURL -S <Enter>**



# KEYBOARD CONTROLS

## General



Turn map On/Off



Display Menu



Pause Game



Turn off floor and ceiling



Quit



Music Volume

## Defense



Throw weapon



Select water balloon



Select soap



Select deodorant

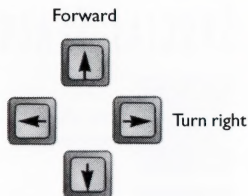
## Movement



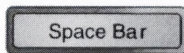
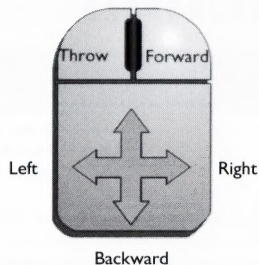
Spin 180°



Slide left or right

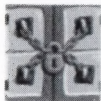


## MOUSE CONTROL



Operate Doors, Showers,  
and Vending Machines.  
Use Phone, Intercom,  
or Drive-Thru Window.

# SPECIAL FEATURES



Color-coded  
locked doors



Interactive  
Telephones



Rain Coat  
Cleans 100%



Coin-Op  
Showers



Interactive  
Intercoms



Umbrella  
Cleans 100%



Vending  
Machines



Interactive  
Drive-Thru



Moist Towelette  
Cleans 20%

# DASHBOARD



The trash you collect turns  
into money which you can use  
to buy supplies.

Collect all of the  
color-coded keys  
for locked doors.

Three different weapons, each  
with their own ammo counter.

Each time you get hit, your dirt meter rises.  
Too many hits and you're sent back to the  
showers to start the level over again.

You get points every time  
you douse one of Bob's critters  
with a water balloon.



## ADDITIONAL INFORMATION

Before you do anything else, send in your registration card today. That way, you'll be notified of upgrades to H.U.R.L., and you'll hear about other exciting products from Millennium Media Group.

By the way, there is an additional directory on the H.U.R.L. CD-ROM called DIGGERS. DIGGERS is a fast-paced strategy game that requires quick thinking and careful decision-making to acquire minerals and wealth and to move through the vast 34 levels of game play. This is a shareware version which contains the first level of DIGGERS. To try it out, you'll need about 7.5 MB of hard disk space. Copy the file DIG.EXE to a new directory on your hard disk. Then type **DIG**. After that, type **INSTALL**. This will decompress all the files and create the directories needed to run DIGGERS. Give it a try and have fun!

### Troubleshooting Some Common Problems:

**Problem: I get a message saying I don't have enough memory when I try to run H.U.R.L.**

**Or: I can't get H.U.R.L. to run or play music properly.**

H.U.R.L. needs about 550K of conventional (or base) DOS memory free and 4 MB of extended memory (XMS) free. Type **MEM** at the DOS prompt to find out your current system configuration. Free up more memory by unloading any Terminate and Stay Resident (TSR) programs or memory resident programs that are being loaded by your CONFIG.SYS and/or AUTOEXEC.BAT files. Two ways to free more memory are by using the DOS MemMaker utility or by using a boot disk. See below for details about these two procedures.

Another option, especially if you only have 4MB of RAM installed in your computer, is to run a special version of the program. When you install H.U.R.L., a batch file called HURL4MEG.BAT gets created in the H.U.R.L. directory on your hard drive. To run it, type HURL4MEG. This will create a "swap file" on your hard disk that can be used as "virtual memory." The program will run a little slower this way, so you may want to turn off floors and ceilings by pressing the "D" key.

**Problem: I can't load the sound drivers.**

Sound configuration under DOS is one of the most difficult aspects of PC computers. It may take several tries before the drivers are installed correctly. It is important to know what kind of sound card you have before proceeding. If you had to change your sound card to something other than the factory settings (for instance, because of conflicts with another piece of equipment, such as a network card or scanner), have this information available.

If you have any problems with the sound drivers and you have a card that is a Sound Blaster or a 100% Sound Blaster compatible, try selecting the Sound Blaster Clone driver.

**Problem: I have plenty of free memory, but the game keeps crashing.**

You may be loading software that is not compatible with H.U.R.L. Try removing TSR's from your CONFIG.SYS and AUTOEXEC.BAT. You might also try starting your computer with a boot disk. See the section on making a boot disk for more information.

**Problem: H.U.R.L. runs on my computer, but it's really slow.**

Turn off floors and ceilings by pressing the "D" key. Press "D" again to turn them back on.

**Problem: H.U.R.L. runs fast enough, but it seems to take a long time loading each level of the game.**

Since your computer has a CD-ROM drive, you are probably using two programs in your AUTOEXEC.BAT called SMARTDrive and MSCDEX (Microsoft CD-ROM Extension). SMARTDrive is a "disk-caching" program that is intended to speed up reading information from your CD-ROM drive. When using SMARTDrive, make sure the MSCDEX command appears before the SMARTDRV command in your AUTOEXEC.BAT file. When SMARTDrive loads, it checks for the presence of MSCDEX; if it is present, CD-ROM caching is enabled. For more information, refer to MS-DOS Help by typing **HELP SMARTDRV**.

**Problem: My mouse is not working with H.U.R.L., even though it works with my other software, including Windows.**

First, make sure that your mouse has been loaded into DOS either with AUTOEXEC.BAT or CONFIG.SYS. If it hasn't, it can't interact with the game. Windows and many "multi-tasking" shell environments load their own built-in mouse driver. These mouse drivers will not operate outside their shell environment. Loading a mouse driver into DOS can be as easy as typing **MOUSE <Enter>** at the DOS prompt. If that doesn't work, look for a directory on your hard disk called MOUSE or MSMOUSE, for instance, and then type **MOUSE <Enter>**.

Another possibility is that you may have an old mouse driver, or it may not be fully Microsoft compatible. Check with your mouse manufacturer to see if there is an updated mouse driver available.

**Using MemMaker**

If you are using DOS version 6 or greater, you can use the MemMaker utility to move device drivers and other memory-resident programs from conventional memory to extended or expanded memory. (If you are using an earlier version of DOS, you may need to change your AUTOEXEC.BAT and CONFIG.SYS files so that they don't load some of your device drivers and memory resident programs. Users of version 5 of DOS can use the LOADHI command to make additional room in conventional memory.)

To use MemMaker, type **MEMMAKER** at the DOS prompt. You will see an introductory screen. Press **Enter** to continue and MemMaker displays a screen that prompts you to choose between Express and Custom Setup. If you are an experienced computer user, you can use the Custom Setup. Otherwise, choose Express Setup and follow the prompts on screen. MemMaker will move some device drivers and memory resident programs out of conventional memory, giving you enough room to run H.U.R.L.

### **Making a Boot Disk**

In some cases, it may be necessary to create a separate boot disk that you can use to start your system without loading as many device drivers and memory resident programs. Follow the steps below to create a boot disk that will be placed in the A: drive when restarting your computer.

1. Insert a blank high density disk in your A: drive. From the DOS prompt, type **FORMAT A:/S <Enter>**.
2. Copy your existing AUTOEXEC.BAT and CONFIG.SYS to the A: drive by typing **COPY C:\AUTOEXEC.BAT A:** and **COPY C:\CONFIG.SYS A:**

**DO NOT DELETE YOUR AUTOEXEC.BAT AND CONFIG.SYS FROM YOUR C:DRIVE. YOUR COMPUTER WILL NOT RUN WITHOUT THEM.**

3. To alter the CONFIG.SYS file on your boot disk, type **EDIT A:\CONFIG.SYS**.
4. Remove any lines that are not needed to boot your computer for H.U.R.L. It is not necessary that EMM386 or QEMM be loaded at this time. Remember to leave in the drivers for your CD-ROM drive. When finished, your CONFIG.SYS should look similar to this:

```
FILES=15
BUFFERS=15
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
SHELL=C:\DOS\COMMAND.COM C:\DOSVP
<INSERT YOUR CD-ROM DEVICE DRIVER HERE>
```

Choose Save from the File menu, and then Exit.

5. Next, after your AUTOEXEC.BAT on the boot disk by typing **EDIT A:\AUTOEXEC.BAT <Enter>**.

6. Clean up any unneeded programs in your AUTOEXEC.BAT. The lines loading the mouse and CD-ROM drivers may be different in your case. The file should look something like this:

```
PATH=C:\DOS  
PROMPT $P$G  
C:\MOUSEMOUSE.COM  
<INSERT YOUR CD-ROM DRIVER HERE>
```

Choose Save from the File menu, and then Exit.

7. To use your new boot disk, turn off your computer, insert the disk in the A: drive and turn on your computer. Your computer will restart with the options contained in the AUTOEXEC.BAT and CONFIG.SYS files on the A: drive.

### **Technical Support**

If, after reading this troubleshooting guide, you are still having problems, please double check your equipment, write down the specifics of your system and the problem, then contact Millennium Media Group's Technical Support:

**(215) 625-8928**  
**Monday through Friday**  
**9 A.M. - 5 P.M. Eastern Time**